



SHEET 1 OF 2

FORM PTO - 1449

## INFORMATION DISCLOSURE STATEMENT

ATTORNEY DOCKET NO.: AFN-001

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GROUP: 3623

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## U.S. PATENT DOCUMENTS

EXAM. INIT.		DOCUMENT NUMBER	DATE	NAME	CLASS	SUB CLASS	FILING DATE IF APPROPRIATE
	A1.	4,935,877	06-19-90	Koza	706	13	
	A2.	5,041,972	08-20-91	Frost	364	401	
	A3.	5,124,911	06-23-92	Sack	364	401	
	A4.	5,222,192	06-22-93	Shaefer	395	13	
	A5.	5,255,345	10-19-93	Shaefer	395	13	
	A6.	5,375,195	12-20-94	Johnston	395	135	
	A7.	5,400,248	03-21-95	Chisholm	364	409	
	A8.	5,559,729	09-24-96	Abe	364	578	
	A9.	5,913,204	06-15-99	Kelly	705	500	
	A10.	5,930,780	07-27-99	Hughes et al.	706	13	
	A11.	5,995,951	11-30-99	Ferguson	706	10	
	A12.	6,078,740	06-20-00	DeTreville	395	500.43	
	A13.	6,088,510	07-11-00	Sims	395	13	
	A14.	6,125,351	09-26-00	Kauffman	705	7	

## FOREIGN PATENT DOCUMENTS

EXAM. INIT.		DOCUMENT NUMBER	DATE	COUNTRY CODE	CLASS	SUB CLASS	FILING DATE	ABSTRACT ONLY	ENGLISH LANG (Y/N)
	B1.	WO 00/02138	13.01.00	PCT	G06F	15/21	06.07.99	N	Y

EXAMINER

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SHEET 2 OF 2

FORM PTO - 1449		ATTORNEY DOCKET NO.: AFN-001
INFORMATION DISCLOSURE STATEMENT		SERIAL NO.: 10/053,353
		FILING DATE: November 9, 2001
		GROUP: Not yet assigned
OTHER ART, JOURNAL ARTICLES, ETC.		
EXAM. INIT.	OTHER DOCUMENTS: (Including Author, Title, Date, Relevant Pages, Place of Publication)	
	C1.	Sims, "Artificial Evolution for Computer Graphics," <u>Computer Graphics</u> , 25(4):319-328 (July 1991).
	C2.	Kim et al., "Knowledge-based Encoding in Interactive Genetic Algorithm for a Fashion Design Aid System," Genetic and Evolutionary Computation Conference; July 10-12, 2000, pg. 757.
	C3.	Garcia, "Computer Screen Design Aided by a Genetic Algorithm," in <u>Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference</u> , Whitley, D. ed. (2000) pgs. 98-101.
	C4.	Balakrishnan et al., "Genetic Algorithms for Product Design," <u>Management Science</u> , 42(8):1105-1117 (August 1996).
	C5.	Graf et al., "Interactive Evolution of Images," <u>Evolutionary Programming IV - Proc. Fourth Annual Conf. - Evolutionary Programming</u> , MIT Press: Cambridge, Mass., 53-65 (1995).
	C6.	Rowland, "Computer Graphic Control over Human Face and Head Appearance, Genetic Optimisation of Perceptual Characteristics," Ph.D. Thesis, University of St. Andrews, Scotland (January 5, 1998).
	C7.	Haupt et al., <u>Practical Genetic Algorithms</u> , 66-70 & 85-88 (1998).
	C8.	Kim et al., "Application of Interactive Genetic Algorithm to Fashion Design," Engineering Applications of Artificial Intelligence, (13):635-644 (2000).
	C9.	O'Reilly et al., "A Preliminary Investigation of Evolution as a Form Design Strategy," in <u>Artificial Life VI</u> , MIT Press: Cambridge, Mass. (1998).
	C10.	O'Reilly et al., "Evolution as a design strategy for nonlinear architecture: Generative modeling of 3-D surfaces," (1998).
	C11.	Johnston, <u>Why We Feel: The Science of Human Emotions</u> , Perseus Books: Cambridge, Mass. 152-155 (1999).
	C12.	Witbrock et al., "Evolving Genetic Art," <u>Evolutionary Design by Computers</u> , 251-259 (1999).
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